main.py

```python
from utils import *

from composer2d import Axises, Cage, Net, Square
from composer3d import Cube, Tetrahedron, Octahedron, Icosahedron, Dodecahedron

from app import Vertex, Object, App


if __name__ == '__main__':
    app = App()

    app.add_debug_object(Object(_position=Vertex(0, 0, 0), _shape=Cage()))
    # app.add_debug_object(Object(_position=Vertex(0, 0, 0), _shape=Net()))

    app.add_object(
        Object(
            _position=Vertex(1, 1, 1),
            _face=Vertex(0, 1, 0),
            _shape=Cube(Vertex(0, 0, 0), 1, COLORS['red']),
            _edge=1
            )
        )
    app.add_object(
        Object(
            _position=Vertex(-1, 0, 0),
            _face=Vertex(0, 1, 0),
            _shape=Tetrahedron(Vertex(0, 0, 0), 1.2, COLORS['green']),
            _edge=1.2
            )
        )
    app.add_object(
        Object(
            _position=Vertex(-2, 0, 0),
            _face=Vertex(0, 1, 0),
            _shape=Octahedron(Vertex(0, 0, 0), .9, COLORS['cyan']),
            _edge=.9
            )
        )
    app.add_object(
        Object(
            _position=Vertex(1, 0, 0),
            _face=Vertex(0, 1, 0),
            _shape=Icosahedron(Vertex(0, 0, 0), .75, COLORS['yellow_c']),
            _edge=.75
            )
        )
    app.add_object(
        Object(
            _position=Vertex(2, 0, 0),
            _face=Vertex(0, 1, 0),
            _shape=Dodecahedron(Vertex(0, 0, 0), .65, COLORS['magenta']),
            _edge=.65
            )
    )

    for shape in app.SHAPES:
```

```
57          shape.push()
58          shape.spin()
59
60      app.run(_debug=True)
```